

## REMARKS

This Amendment is in response to the Office Action mailed June 15, 2007.

In the Office Action, claim 71 was rejected as being indefinite under 35 U.S.C. §112(2). Reconsideration and withdrawal of this rejection is respectfully requested.

As the Examiner will note, the dependency of claim 71 has been amended. Dependent claim 71, as amended, properly depends upon independent claim 19, which provides proper antecedent basis for the terms and phrases used therein. A typographical error has also been corrected. The Examiner's attention to detail in this matter is appreciated.

Claims 1-5, 8, 10-12, 63 and 64 were rejected as being unpatentable over Traversat et al. Reconsideration and withdrawal of these rejections are respectfully requested.

The §103(a) rejection is based upon the peer-to-peer architecture of Traversat. In fact, the Office states on page 5, last full paragraph, that "...thus it would have been obvious to one of ordinary skill to implement the peer-to-peer communication system of Traversat in an online gaming system embodiment." However, the claimed online gaming systems are not based upon a peer-to-peer communication infrastructure. Instead, the claimed embodiments are based upon a client-server architecture, in which the gaming machines or terminals are the clients and the central servers are... the servers, and function solely as such. Indeed, according to the claimed embodiments, the client gaming machines are coupled to the central servers through the communication network in a client-server configuration. Each gaming machine, therefore, is a client to the central servers. Each of the gaming machines are configured to play one or more games and are configured to carry out a game transaction for each game played. Each of the client gaming machines are also configured to commit each game transaction to each of the at

least two central servers by sending a separate transaction packet to each of the central servers, each of the separate transaction packets sent to each of the central servers including an identical inbound game payload.

After the client gaming machines commit the game transaction to the central servers, the central servers process the incoming game transaction payload as described in the specification in the paragraph bridging pages 44 and 45:

**The transaction engine 1908 receives an inbound transaction payload from a remote terminal and returns an outbound transaction payload to be forwarded back to the originating terminal. The inbound transaction payload (or inbound game payload or inbound payload) may be defined as the minimal set of information that is required to compose a valid game transaction, such as the terminal ID, user ID (optionally), transaction GUID (global unique identifier), terminal originating/return address (optionally), the game ID, the game bet (player's selected numbers or symbols), amount wagered (optionally), data integrity coding and a number of acknowledgement signals.**

The central servers then return an outbound transaction payload to their client (the gaming machine) that enables the client gaming machine to complete the game transaction, as described beginning at page 45, line 9 of the specification:

**Similarly, the outbound transaction payload (or outbound game payload or outbound payload) may be defined as the minimal set of information that is required to compose a valid game transaction return, such as the transaction GUID, the amount won, data integrity coding and a number of acknowledgement signals.**

This is not a peer-to-peer transaction, but a transaction in which a well defined server receives an inbound game transaction from a client over a network, processes the received inbound game transaction, determines winnings (if any) and returns an outbound transaction payload to its client. The outbound transaction payload is then received by the gaming machine and enables the gaming machine to complete the game transaction. In such a configuration, the central servers cannot initiate or terminate a game transaction (only the gaming machines can) and the gaming machines cannot complete a game transaction without having received an

outbound game payload from the central servers. This recited structure is clearly at odds with the peer-to-peer configuration disclosed in Traversat, in which each peer device may alternatively act as a client and a server, and in which the distributed resources across the network are pooled and are selectively available to all via a peer-to-peer communication infrastructure.

With the foregoing in mind, claim 1 has been amended as follows:

1. (Currently Amended) An online gaming system, comprising:  
a communication network;  
at least two central servers, each of the at least two servers being coupled to the network, and  
at least one gaming machine coupled to the at least two central servers through the communication network in a client-server configuration in which each of the at least one gaming machine is a client to the at least two central servers, each of the at least one gaming machine being configured to play at least one game and to carry out a game transaction for each game played and to commit each game transaction to each of the at least two central servers by sending a separate transaction packet to each of the at least two central servers, each of the separate transaction packets sent to each of the at least two central servers including an identical inbound game payload wherein each of the at least two central servers, upon receipt of the inbound game payload, are configured to return an outbound game payload to the gaming machine having sent the transaction packet, the outbound game payload enabling the gaming machine having sent the transaction packet to complete the game transaction.

Therefore, claim 1 positively recites that the at least one gaming machine is a client and the at least two central servers are servers coupled to one another across the communication network in a client-server configuration. This, it is believed, positively and unambiguously distinguishes the claimed embodiment from the architecture and systems disclosed in Traversat et al.

To further characterize the client-server relationship between the gaming machines and the central servers, the central servers are further recited to be configured to return an outbound game payload to the gaming machine having sent the transaction packet, the outbound game payload enabling the gaming machine having sent the transaction packet to complete the game

transaction. This is not taught or suggested in Traversat et al., in which the sole focus is on the peer-to-peer nature of their architecture. In view thereof, it is believed that reconsideration and withdrawal of the 35 U.S.C. §103(a) rejections applied to the claims is warranted. The same, therefore, is respectfully requested.

Claims 6, 7, 65, 71 and 78 were indicated as being allowable if rewritten in independent form. In reliance thereon:

New independent claim 79 incorporates the subject matter of claim 1 and the allowable subject matter of claim 6. A number of dependent claims have been drafted to depend on claim new 79, which claims correspond to the claims dependent upon claim 1.

New independent claim 94 incorporates the subject matter of claim 1 and the allowable subject matter of claim 65. Similarly, a number of dependent claims have been drafted to depend on new claim 94, which claims correspond to the claims dependent upon claim 1.

Moreover, the following new claims are presented herewith for the Examiner's consideration:

New independent method claim 108 incorporates subject matter that is similar to that of amended claim 1.

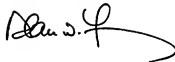
New independent method claim 109 incorporates subject matter that is similar to that of allowable claim 79 (which, in turn, incorporates the subject matter of claim 1 and the allowable subject matter of claim 6).

New independent method claim 110 incorporates subject matter that is similar to that of allowable claim 94 (which, in turn, incorporates the subject matter of claim 1 and the allowable subject matter of claim 65).

As the Examiner will note, each of the remaining claims incorporates subject matter indicated to be allowable, depends upon a claim that does or incorporates subject matter that has been shown to distinguish over the applied reference. Therefore, it is believed that all pending claims are allowable.

Applicants' attorney believes that the present application is now in condition for allowance and passage to issue. If any unresolved issues remain, the Examiner is respectfully invited to contact the undersigned attorney of record at the telephone number indicated below, and whatever is required will be done at once.

Respectfully submitted,



Date: June 25, 2007

By: \_\_\_\_\_

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